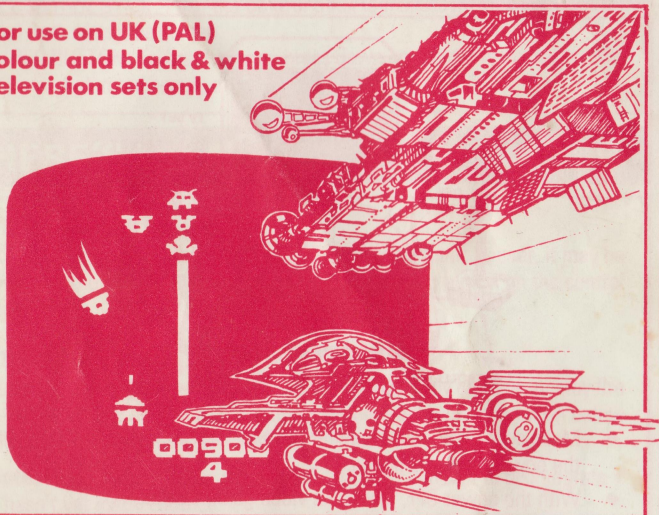


GORF™

CARTRIDGE INSTRUCTIONS

For use on UK (PAL)
colour and black & white
television sets only



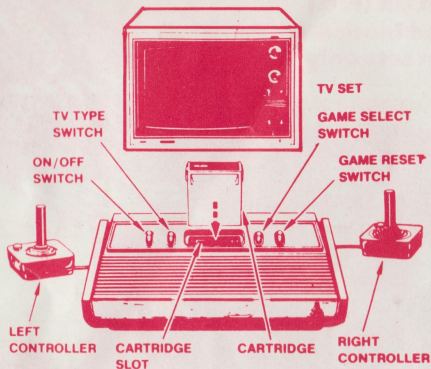
**CBS Electronics Video Game Cartridge for use
with Atari® Video Computer System™**

CBS
ELECTRONICS

GAME DESCRIPTION

The object of GORF is to accumulate points by destroying the various types of enemy spacecraft you will encounter as you attempt to complete a variety of space missions.

GETTING READY TO PLAY



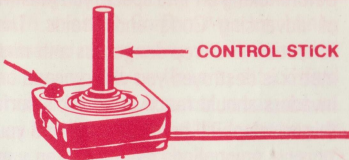
- Make sure the Video Computer System™ is connected to the TV, and the power supply is plugged in.
- With the power OFF, insert the video game cartridge
- Turn power ON. Plug a Control Stick firmly into **LEFT** Controller jack of your video system.
- To start the game, press GAME RESET. When the game is over, it may be restarted the same way or by pressing the red firing button on the control stick.

(ALWAYS TURN THE ON/OFF SWITCH TO OFF WHEN INSERTING OR REMOVING A CARTRIDGE.)

USING YOUR CONTROLS

RED BUTTON

CONTROL STICK



1. **LEFT CONTROLLER:** Hold it with the Red Button to your upper left (toward the TV).
2. **CONTROL STICK:** Push the Control Stick to manoeuvre your Fighter back and forth along the screen.
3. **RED BUTTON:** To fire the laser, press down on the red firing button. You have an unlimited supply of ammunition.

HERE'S HOW TO PLAY

STEP 1: Getting Started!

To start the game, press GAME RESET. When the game is over, it may be restarted the same way or by pressing the red firing button on the control stick.

STEP 2: Your Fighting Strength!

You begin each game with a fleet of five Fighters. Only one Fighter may fire upon the enemy at a time. The number at the bottom of your screen below the score indicates how many of your Fighters are left.

Note: Firing a shot causes a previously discharged bullet to disintegrate if it hasn't yet made contact.

You will be awarded one extra Fighter for every 10,000 points scored.

STEP 3: End of Game:

The game ends when all of your Interstellar Space Fighters have been destroyed by the robot warriors of the Gorfian Empire.

Note: There are nine levels of mission sequences each more difficult than the last. We wish you luck in getting to the toughest level; you'll need it.

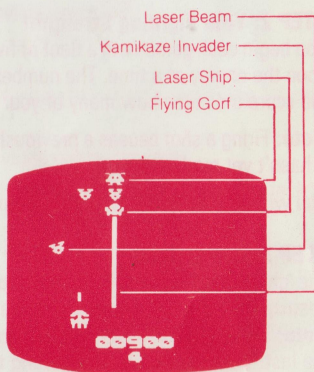
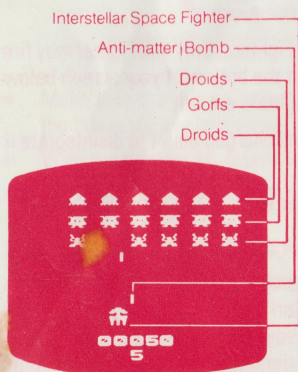
MISSION 1 – Astro Battles

Before taking off into space, you must first defend the Earth from the horde of advancing Gorfs and Droids. These invaders descend in column formation and drop dangerous anti-matter bombs. When the entire attack matrix is destroyed you will proceed on to your next mission. If any of the invaders should reach the Earth's surface before you've destroyed them, this mission will be terminated and your Fighter will be sacrificed.

MISSION 2 – Laser Attack

This orbital zone is the Gorfian Empire's first line of defense against your counterattack. You must destroy the anti-particle Laser Ship while avoiding its deadly beam. The Laser Ship is protected by three Kamikaze Invaders and a Flying Gorf. The Kamikaze Invaders will each continuously try to ram into you as you attempt to blast them all. If the Laser Ship is blown up before all the Kamikazes and the Gorf are destroyed, a new Laser Ship will take its place within four seconds.

Points are scored for all enemies shot and destroyed. No points are scored for Kamikaze Invaders blown up in a suicide-crash. When all attack ships are destroyed, you will move on to your next battle.

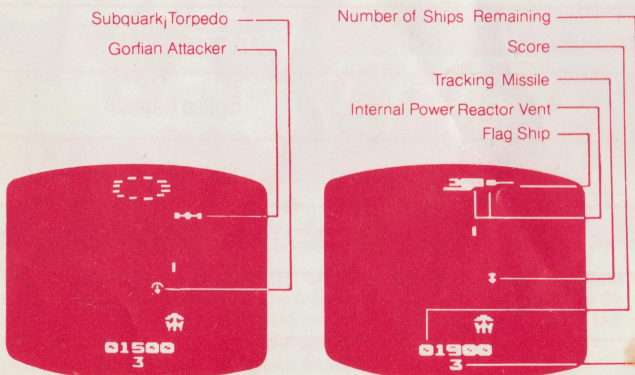


MISSION 3 – Space Warp

You are getting closer to the enemy Flag Ship! Sensing your presence, it generates an eerie space web which releases Gorfian Attackers firing subquark torpedoes. Attackers are released one at a time and fly in a spiral pattern. Each one is a different colour and will continue to attack until destroyed by a blast of your laser. A destroyed Attacker sends out an audible distress signal as it blows up. When you succeed in destroying all five Attackers, you'll be ready for your next and most challenging mission.

MISSION 4 – Flag Ship

To destroy the Gorfian Flag Ship and earn the right to work toward your next promotion, you must score a **direct** hit in the Flag Ship's internal power reactor vent. In order to get a clear shot at this difficult target, you must also avoid the heat-seeking tracking missiles being launched in your direction. Following a successful hit, a violent neutronium explosion will appear in dazzling colour as the Flag Ship disintegrates. You are now a Space Captain and will repeat the sequence of missions fighting against progressively faster and nastier robots of the Gorfian Empire!



SCORING

Point Values

Mission 1	Gorfs and Droids	50 points
Mission 2	Laser Ship Kamikaze Invaders Flying Gorf	100 points
Mission 3	Gorfian Attackers	100 points
Mission 4	Flag Ship	1000 points

There is no point value for bombs and missiles destroyed by your laser fire.

FIELD PROMOTION SCHEDULE

Missions Completed

Rank

1-3

Space Cadet

4-7

Space Captain

8-11

Space Colonel

12-15

Space General

16-19

Space Warrior

20 and up

Space Avenger

Look out for new CBS Electronics videogame cartridges for the leading videogame systems. Cartridges already available or coming soon are listed below. These games are based on the popular arcade game versions.

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by EXIDY

VENTURETM
by EXIDY

CARNIVAL[®]
by SEGA

COSMIC AVENGERTM
by UNIVERSAL

GORFTM

by BALLY MIDWAY

DONKEY KONGTM
by Nintendo

Lady BugTM
by UNIVERSAL

TURBOTM
by SEGA

WIZARD of WORTM
by BALLY MIDWAY

ZAXXONTM
by SEGA

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IMPORTANT

Please ensure that you complete and post the cartridge warranty registration form. Failure to do so may result in delays in repair or replacement of any cartridge which becomes defective.

CBS
ELECTRONICS

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